Most People Don't Use This To Stop Mice I
But Did You Know
Vamoose

Looking for indie game The Few RPG (2013) by Jonáš Ferenc and Kryštof Ferenc (Ecthelion^2)

BabbageCliologic · Feb 21, 2022 · battle of britain · indie games · raf pilots · the battle of britain · the few · world war ii

BabbageCliologic

Chess is a war over the board

20 Year Hero!

Feb 21, 2022 #1

Hello Everyone,

The Few RPG by Jonáš Ferenc and Kryštof Ferenc (Ecthelion^2) is a free indie game about RAF pilots fighting the Battle of Britain. It came out in 2013 and there were a few supplements for it.

I just started running a game of The Few RPG on Roll20 and I'm looking for any of the supplements that I may be missing.

I have PDFs of:

- The Few RPG
- The Few RPG Interceptors Supplement
- The Few RPG Pilot Character Sheets
- The Few RPG Amongst the Many
- The Few RPG Under African Skies

Are there any other supplements? And if so, where can I get them?

/BC

The Babbage Cliological Society Asshat Paladins Blog

K

Kelton

Son of Excluded middle

15 Year Compatriot!

Feb 22, 2022 #2

I did look at the Czech distributor page and local forum, and I found Starwars mini supplement (that you probably have in list as Interceptors), and two full supplements: African skies (you have this) and Flying tigers. That second one you are probably missing. It covers Chinese pilots defending against Japanese invasion.

It is free to download at the distributor eshop: https://www.imago.cz/hrstka-letajici-tygri
I don't know about any other language source, but I haven't been looking too hard.

E

Ecthelion^2
Validated User
Validated User

Feb 22, 2022 #3

Hi there, BabbageCliologic! Thank you very much for your question and thank you for making our day. It made us very happy to learn that even now, someone is still playing that little game we created. 🙂

As Kelton correctly writes, you are only missing the Flying Tigers supplement (2019, alas only in Czech). It covers the American Volunteer Squadron (aka Flying Tigers) fighting against the Japanese Army in jungles of Burma and mountains of southern China in 1941-42. You can find direct link to the PDF (as said before, available only in Czech, but automatic translators are pretty capable these days if that is interesting for you) here. There were vague plans for further supplements (Cactus Air Force on Guadalcanal or Enterprise vs Japan style supplement was in the forefront), but we didn't really had time to work on that further.

We used The Few for few settings during the years and there are rules for ground combat in The Few, Star Wars setting and Battlestar Galactica somewhere (I could find them in English probably), I know that other people did rules for Top Gun and we even played adapted rules for space marines in WH 40k and WW2 postapo.

BabbageCliologic

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Feb 22, 2022 #4

Kelton, thanks for the link.

Ecthelion^2, I've been a fan of The Few since I snagged it from the old indie-rpg site (alas, long gone). I've wanted to play it for a while but didn't have the opportunity until my online game group dropped in numbers. It's the perfect little game for a small group.

I started the game on May 26, 1940, right at the beginning of the Dunkirk evacuation (just like in the movie Dunkirk) and the two pilots, currently flying Hurricanes, have each downed two planes even before getting to Dunkirk, catching an Me109 and Me110 by surprise and then blundering into a pair of Stukas. I'll see how long these PCs last and go from there into the Battle of Britain. I might even transfer them to Africa or Malta. We'll see how long the game lasts.

The different settings would be interesting to explore, if you had the time to find them and share. Thanks!

/BC

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E

Ecthelion^2
Validated User
Validated User

Feb 23, 2022 #5

> BabbageCliologic said:
>
> Ecthelion^2, I've been a fan of The Few since I snagged it from the old indie-rpg site (alas, long gone).

You have no idea how happy that makes us. Cheers! 🙂

> BabbageCliologic said:
>
> I started the game on May 26, 1940, right at the beginning of the Dunkirk evacuation (just like in the movie Dunkirk) and the two pilots, currently flying Hurricanes, have each downed two planes even before getting to Dunkirk, catching an Me109 and Me110 by surprise and then blundering into a pair of Stukas. I'll see how long these PCs last and go from there into the Battle of Britain. I might even transfer them to Africa or Malta. We'll see how long the game lasts.

Sounds pretty perfect! Starting already at Dunkirk is really nice touch. I hope the game goes well! 👍

> BabbageCliologic said:
>
> The different settings would be interesting to explore, if you had the time to find them and share. Thanks!

Allright, I found some tokens we put on for people to cut out and use on the table (maybe not that interesting for you, there are plane silhouettes and tokens (height, fleeing, pursuit and ground attack) to put near plane to see quickly the situation), I also found rules for ground combat (in Slovak alas) and rules on Tavern-Keeper we used for play-by-post campaigns - one for Star Wars (already finished) and ongoing campaign for Battlestar Galactica. Aaaaand... to finish the Eastern European language bingo, I also found partly polonized version of African Skies focused on Polish fighter pilots in Africa The Few: Cyrk Skalskiego we created for some Polish fans. I hope it is helps!

E

Ecthelion^2
Validated User
Validated User

Feb 23, 2022 #6

I found an old idea for the supplement/campaign in the Mediterranean that didn't go any further.

> Alternative setting for The Few: **The Siege of Malta**
> *(June 11, 1940 - November 20, 1942)*

If you have already played The Few, London is starting feel mundane for you and you would like to try something new, or you just want to try a different feeling in the game, then you can reach for the Siege of Malta. This small island became an Allied "unsinkable aircraft carrier" during World War II, and due to its strategic location, the planes that took off from here could control the passage of ships. The bombers and torpedo planes disrupted the supply of Rommel's troops in North Africa and interceptors escorted convoys to Egypt. Three airports on the island (Takali, Luqa and Hal Far) became crucial to the ultimate victory in the Mediterranean for the Allies.

The Italian and German air forces started a massive bombing campaign to destroy Malta as a base and launched a large-scale naval blockade that brought the island to the brink of starvation. But at the cost of heavy losses, Allied convoys were able to supply Malta enough to continue fighting. The Axis invasion (Operation Hercules) could also be launched at any possible moment. As in England, Allied pilots can visit the city of Valletta between the missions, meet civilians, date local girls and lead their lives until the siren sounds and they have to fly to join the deadly struggle in the skies…

Allied aircraft:
- Gloster Gladiator (obsolete biplanes defending Malta from the beginning of the siege)
- Hawker Hurricane (as in the case of the Battle of Britain, these fighters planes were the actual workhorses of the air battles)
- Supermarine Spitfire Mk V (Spitfire supplies changed the distribution of forces and allowed the Allies to turn the air war and repel enemies)
- Fairley Swordfish (relatively obsolete but still effective torpedo bombers)
- Martin Maryland (American-made light bombers used for photo reconnaissance)
- Bristol Blenheim (light bomber)
- Vickers Wellington (British long-range medium bomber)

Regia Aeronautica:
- Macchi C.200 (interceptors)
- Savoia-Margetti SM.79 (excellent Italian three-engine bombers)

Luftwaffe:

> - Messerschmitt Bf 109E (a standard interceptor of the Luftwaffe in this period)
> - Messerschmitt Bf 109F (upgraded E version)
> - Junkers Ju 87 Stuka (dive bomber)
> - Junkers Ju 88 (medium bomber)
>
> * The rules most of aircraft can be found in the basic book or in the supplement the African sky.

BabbageCliologic

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Feb 24, 2022 #7

Ecthelion^2,

Thank you very much for this info. I'll try to put it to good use in my game, especially if I get them to Malta!

I am currently running the game in the theatre of the mind, as opposed to using a map and tokens, because I want it to be less tactical/Advanced Squad Leader-esque, and more like the movies/tv shows I'm using as inspiration, like The Battle of Britain (1969, available for free to watch with ads on YouTube), Dunkirk, Midway, Pearl Harbor, Black Sheep Squadron, etc.

Thanks!

/BC

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BabbageCliologic

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20 Year Hero!

Feb 24, 2022 #8

Ecthelion^2,

I've added another feature to the aircraft -- fuel capacity (in lbs) -- which leads to another value -- range (in nautical miles). I liked how in Dunkirk the pilots were concerned about getting there and getting back, so I incorporated it into the game.

I figured that normal flying used the least amount of fuel and dogfighting the most. Over the course of the session, they went from 90 lbs of fuel to 51 lbs, traveling Route Y to get to Dunkirk, changing altitude and fighting two dogfights, cutting their range effectively in half. In the next session, they'll arrive at Dunkirk. It'll be interesting what happens then!

/BC

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E

Ecthelion^2

Validated User

Validated User

Feb 25, 2022 #9

> BabbageCliologic said:
>
> Thank you very much for this info. I'll try to put it to good use in my game, especially if I get them to Malta!

Glad to be of service. 🙂
We really hope you like The Few further and your game goes well! Please, keep us posted how are you faring!

> BabbageCliologic said:
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That sounds really cool! It could add a really nice urgency (or desperation) to the whole mission! I like it a lot. 🙂

BabbageCliologic

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Mar 2, 2022 #10

> Ecthelion^2 said:
>
> Glad to be of service. 🙂
> We really hope you like The Few further and your game goes well! Please, keep us posted how are you faring!

Will do!

> Ecthelion^2 said:
>
> That sounds really cool! It could add a really nice urgency (or desperation) to the whole mission! I like it a lot. 🙂

I'm thinking of adding a fuel gauge visual similar to clocks like in Apocalypse World and similar games.

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E

Ecthelion^2

Validated User

Validated User

Mar 6, 2022 #11

> BabbageCliologic said:
>
> I'm thinking of adding a fuel gauge visual similar to clocks like in Apocalypse World and similar games.

I always wanted to make working ammo counters for the tabletop playing (with working counting), but never got to it. But I like the idea. Your fuel counter might be also "historical" one or one with historical feel.

BabbageCliologic

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Apr 11, 2022 #12

Hello Ecthelion^2,

The pilots went out on the town, trading crappy gin for good whiskey and keeping out of the hands of the police!

The next day, they got a new pilot (a player joined the game).

Then the PCs flew their first ground mission, against a railroad station and train engine with troop and ammo cars.

The ground attack rules are cool, with the new player doing a straight attack and his plane took a wound. Will he make it back to base? To be determined!

I created a quickcharacter sheet for Roll20 and it works pretty good, incorporating the rules for debt and damage to aircraft with the dice roll buttons.

/BC

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S

Scutarius

New User

Jan 26, 2026 #13

Hello! I registered for the forum just to post in this thread--that's how eager I am to try this game. But, so far, I've only found copies of The Few v. 2.0 and The Few: African Skies. Would someone be willing to help me locate the other materials, and especially the Star Wars hack? Thanks in advance!

BabbageCliologic

Chess is a war over the board

20 Year Hero!

Jan 28, 2026 #14

While Ecthelion might have more, I have:

- The Few RPG (4MB)
- The Few: Under African Skies (3MB)
- The Few: Amongst the Many (23MB)
- The Few: Cyrk Skaiskiego (Skalski's Circus) (3MB)
- The Few: Flying Tigers (in Czech) (11MB)
- The Few: Ground Combat (300KB)
- The Few: Interceptors (800KB)
- The Fiew: Siege of Malta (300KB)
- The Few: Tokens (500KB)
- The Few: Pilot Character Sheets (500KB)

If you are interested, we'd have to figure out how to transfer these documents to you.

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S

Scutarius

New User

Jan 28, 2026 #15

> BabbageCliologic said:
>
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> - The Few: Tokens (500KB)
> - The Few: Pilot Character Sheets (500KB)
>
> If you are interested, we'd have to figure out how to transfer these documents to you.

Thank you! I've DMed you.

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